SNS-MT-USA

KENDO RAGE™

INSTRUCTION BOOKLET

SETA U.S.A., INC.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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KENDO RAGE

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THE STORY

Kendo is Japanese fencing. Centuries ago some Samurai decided it was more fun and safer to practice swordplay with bamboo swords instead of steel swords. Jo is into kendo in a big way. A black belt in karate by the time she was twelve, Jo starting looking for a new challenge. She found it in kendo-Japanese swordsmanship.

Now Jo's parents are pretty cool. They sent her to Japan for summer vacation to study under Osaki Yoritomo, Japan's greatest kendo master. Jo was jazzed until she got off the plane in Tokyo. Osaki sensei had green hair and called himself "Bob". Wouldn't you wonder if your "great sword teacher" looked like some psycho-cyberpunk with green hair? It gets better.

Bob starts ranting about all your special psychic powers and how it's your duty to banish evil from the world. Then he hands you the Zopikki talisman. Kind of neat but it turns you into some kind of retro 70's super hero. Bob might be the greatest sword master of all time, but he's not a fashion designer. Bob is either crazy or a genius, but you know this will be the weirdest summer vacation of all time.

KENDO

Kendo, the way of the sword, has a long history in Japan. Thousands of years ago Japanese warriors studied Kenjutsu, the Art of Sword, to hone their martial skills. As civil wars in feudal Japan heated up the study of the swordsmanship became more important. Skilled swordsmen opened their own dojos gym to train samurai in the art of fighting. As you can guess training with a live blade was just as dangerous as combat! Finally a great master developed a bamboo sword to train with. This allowed a warrior to work on form and style without the threat of injury. Over the years Kendo has become a full fledged sport with a growing international following. For more information on how you can study Kendo and learn the way of the sword contact:

Kendo Federation
P.O. Box 2004
Lomita, CA 90717

GETTING STARTED

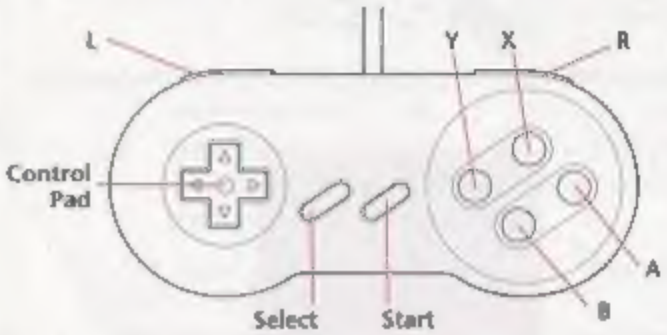
Breeze through the following section to jump right into the action.

- From the Title screen press the **Start** button to advance to the Menu screen.

- Press the Control Pad **up/down** to select Game Start.
- Press the **Start** button to enter your selection.
- Press the **Start** button to skip the opening animation and swing into action.
- You're ready for some Kendo Raging.

CONTROL

Check out the section below and send Jo out swinging like a champ.



L button-No function.

R button-No function.

Start-Press to pause game.

B button-Press to Jump

A button-Press to dash attack.

X button-No function.

Y button-Press to attack.
(See page 12 for Special Attacks.)

Select - No function.

To crouch-Press down on the Control Pad.
To attack in a specific direction-Press the Control Pad in the direction you wish to attack. Press the **Y** button to implement the attack.

CONFIGURATION

Cruise this section to check out your options.

- From the Menu screen press the Control Pad up/down to highlight Configuration.
- Press the **Start** button to advance to the Configuration screen.

- Choose from the following selections:

  Exit - Returns you to the Menu screen.

  Level - Choose from three levels of difficulty; Easy, Normal, and Hard.
  - Press the Start button to cycle through the three settings.

  Sound
  - Press the Control Pad up/down to highlight Sound.
  - Press the **Start** button to advance to the Sound Menu screen.
  - The Stereo features allows you to choose stereo or mono.

CONFIGURATION CONT.

- The Code feature allows you hear the sound effects used in the game.
- Press the Control Pad left/right to select a code.
- Press the **Start** button to hear the sound effect for the selected code.
- Press the Control Pad up/down to highlight Exit and press the **Start** button to return to the configuration screen.

Key assign - This feature allows you to configure the Control Pad.
- Press the Control Pad up/down to highlight Key assign.
- Press the **Start** button to advance to the Key assign screen.
- Press the Control Pad up/down to highlight the function you wish to reassign.
- Press the button that you want to use for the highlighted function. The letter for that button will appear on the screen.
- Pressing a button that is already displayed on the screen for the highlighted function will cause it to disappear from the screen.
- Highlight Exit and Press the **Start** button to return to the Configuration screen.

CONFIGURATION CONT.

Monitor test - Kind of cool and very colorful it let's you know if your monitor is in top form..

- Press Control Pad up/down to highlight Monitor test.
- Press the **Start** button to advance to a fun color test pattern.
- Press the **Start** button to advance to a fresh black and white grid.
- Press the **Start** button once more to return to the Configuration screen.

Pad test - Use this function to make sure your Control Pad is doing the job.

- Press the Control Pad up/down to highlight Pad test.
- Press the **Start** button to advance to the Pad test screen.
- From the Pad test screen press any button. Press and hold a button.
- On the screen the status of the button pressed should change from off to on. Releasing the button should return it to off status.
- Press the **Start** button to return to the Configuration screen.

HEADS UP!

Jo's gotta know what's up with the world around her to survive. Give a glance to the following section to learn about the game screen. This knowledge could save Jo's life.

1. *Timer* - indicates the time remaining for Jo to finish the stage.
2. *Psychopower meter* - indicates Jo's charge of mental mojo juice. When Jo is charged she can burn through her enemies with special attacks. Attacking uses this power.
3. *Hit Points* - Indicates how much damage Jo can take. When the bar disappears Jo has lost one life.
4. *Special Attack* - Indicates the current type of special attack power up.
5. *Shield* - Indicates the number of hits you can take without receiving damage.
6. *Lives* - indicates the number of lives remaining.
7. *Bosses Health Meter* - Indicates the bosses remaining hit points. It only appears during boss encounters.

ATTACKS

Bob always says that the best defense is an awesome offense. Master this section and you can practice his advice.

Normal attack - Nothing fancy but it works.

- Press the **Y** button to attack with your sword.

Dash attack-An incredible attack that blasts the enemies out of your path. Watch out! This attack isn't easy. It takes so much power that your health meter goes down! Use it only when you need it.

- Press the **A** button to dash attack.

Special Attacks - There are three different types of special attacks and a shield. To change special attacks grab a colored ball from the crazy critter that flies across the screen. Each color represents a different type of attack.

"Snag special weapon power ups from this crusty creature!"

Blue - This power up gives your sword the power to launch a spirit shotgun attack.

Green - This power up lets you do the butterfly attack, a savage series of strikes that sting!

Red-Shoots a stream fire from your sword. You can't use it for attacking up or down.

ATTACKS CONT.

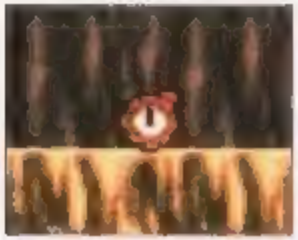
Yellow - This gives your sword the power to absorb one hit.

Executing a special attack

- To do a special attack your psychopower meter must be charged.
- Press the **Y** button to use special attack.
- Note: When you're charged with psychopower, pressing the **Y** button will execute a special attack. When you are not charged, pressing the **Y** button results in a normal attack.

ITEMS

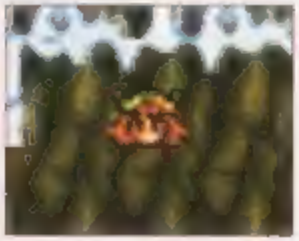
As Jo works her way through the world of Kendo Rage she will encounter various items. Cruise through the section below to find out how the items can help her on her quest.



Clock
Stops the timer for awhile.

Shish kebab
Restores part of your health meter.

Rice bowl
Restores all of your health meter.



Face
Gives you a 1-UP.

HINTS

When the going gets tough start reading this.

- Try to keep your psychic power charged for emergencies.
- Use your dash attack to charge your way through lots of enemies.
- Plan your route. Find out where the enemies are and how to take them out before you move.
- Remember, you can attack left, right, up, and down! Use all the directions to clear out the baddies.
- Practice. Bob didn't get green hair overnight and you might not clear a round on your first try. Keep at it and have fun!

LIMITED WARRANTY

SETA U.S.A., Inc. (SETA) warrants to the original consumer that this SETA Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SETA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SETA Consumer Service Department of the problem requiring warranty service by calling (702)795-7996. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the SETA service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Record this number on the outside packaging of your defective PAK, and return it, freight prepaid, at your risk of loss or damage, together with your sales slip or similar dated proof-of-purchase, within the 90-day warranty period to:

SETA U.S.A., Inc.
SETA Service Department
105 East Reno Avenue, Suite 22
Las Vegas, Nevada 89119

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modifications, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the SETA Consumer Service Department at the phone number noted previously. If the SETA service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid, at your risk of loss or damage, to SETA, enclosing a check or money order for $15.00 payable to SETA U.S.A., Inc. SETA will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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NOTES

HOT TIPS BOOKLET

Send self addressed stamped envelope and a check for $5.00 to:

Seta U.S.A., Inc.
105 E Reno Ave #22
Las Vegas, Nevada 89119
Attn: The Guy in the Back

and receive a Hot Tips Booklet for Kendo Rage.

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Your $5 membership fee entitles you to:

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- Official Seta Newsletter "Control Pad"

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How many games do you own? GameBoy* _____ NES* _____ SNES* _____ Other _____

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